

What is claimed is:

- 1 1. A method comprising
2 generating blurred copies of an object by applying multi-texturing to the object
3 during one pass through a graphics processing pipeline.
- 1 2. The method of claim 1, wherein generating blurred copies of the object by
2 applying multi-texturing to the object during one pass through the graphics processing
3 pipeline comprises:
4 generating a texture and shifting the texture with respect to the object before
5 applying the texture to the object.
- 1 3. The method of claim 2, further comprising displaying the blurred copies of the
2 object on a visual display.
- 1 4. The method of claim 3, wherein generating blurred copies of the object by
2 applying multi-texturing to the object during one pass through the graphics processing
3 pipeline, comprises applying bump texturing to the object.
- 1 5. The method of claim 1, wherein generating blurred copies of the object by
2 applying multi-texturing to the object during one pass through the graphics processing
3 pipeline further comprises displaying the blurred copies of the object on a visual display
4 coupled to a communication device.
- 1 6. A method comprising:
2 acquiring a graphical user interface object including associated texture;
3 generating one or more shifted instances of the associated texture;
4 blending the one or more shifted instances of the associated texture to produce a
5 blended texture;
6 shifting the blended texture to obtain a blended and shifted texture;
7 applying the blended and shifted texture to the graphical user interface object; and

8 blending the graphical user object with a background.

1 7. The method of claim 6, wherein acquiring a graphical user interface object
2 comprises acquiring a graphical user interface window.

1 8. The method of claim 7, wherein blending the graphical user object with the
2 background, comprises blending the graphical user interface window with one or more
3 background windows.

1 9. The method of claim 8, wherein blending the graphical user interface window
2 with one or more background windows, comprises blending the graphical user interface
3 window with one or more web page windows.

1 10. The method of claim 6, wherein blending the graphical user object with the
2 background comprises adding the graphical user object to the background.

1 11. A machine readable medium having machine executable instructions for
2 performing a method comprising:
3 generating one or more shifted instances of an object; and
4 blending the object and the one or more shifted instances of the object to obtain a
5 blended object.

1 12. The machine readable medium having machine executable instructions for
2 performing the method of claim 11, further comprising displaying the blended object on
3 a visual display.

1 13. The machine readable medium having machine executable instructions for
2 performing the method of claim 11, further comprising blending the blended object with
3 a background.

1 14. The machine readable medium having machine executable instructions for
2 performing the method of claim 11, further comprising displaying the blended object
3 with a background.

1 15. The machine readable medium having machine executable instructions for
2 performing the method of claim 14, wherein displaying the blended object with a
3 background comprises displaying the blended object with a background on a
4 communication device.

1 16. A graphics pipeline comprising:
2 a texture memory in which to store texture information; and
3 a graphics processor coupled to the texture memory, the graphics processor to
4 process the texture information by shifting and blending the texture information in one
5 pass through the graphics processor to obtain shifted and blended texture information.

1 17. The graphics pipeline of claim 16, wherein the shifted and blended texture
2 information is applied to a graphical user interface object.

1 18. The graphics pipeline of claim 17, wherein the graphical user interface object
2 comprises a graphical user interface window.

1 19. The graphics pipeline of claim 16, wherein the graphical user interface object
2 when displayed on a visual display provides the illusion of motion.

1 20. The graphics pipeline of claim 17, wherein the graphical user interface window
2 when displayed on a visual display provides the illusion of motion.